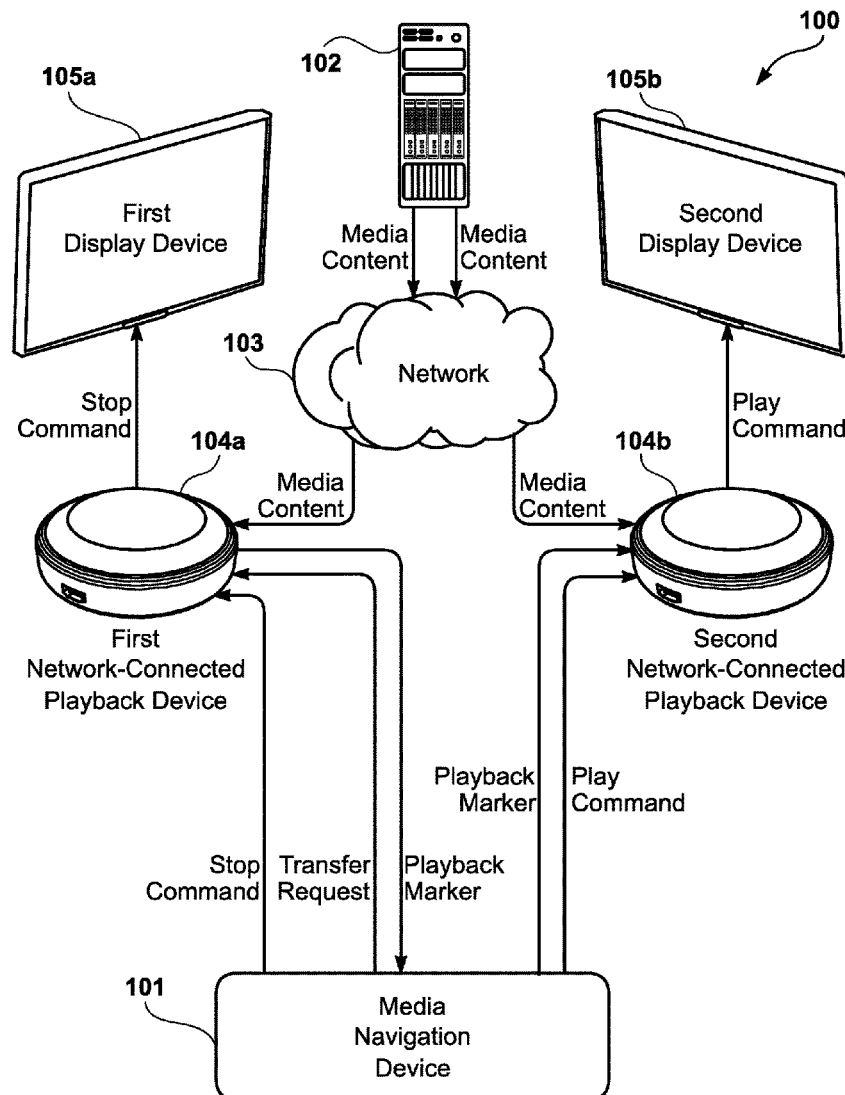




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(19) **United States**(12) **Patent Application Publication** (10) **Pub. No.: US 2021/0092176 A1**  
(43) **Pub. Date:** **Mar. 25, 2021**(54) **MEDIA CONTENT SYSTEM FOR  
TRANSFERRING A PLAYBACK MARKER  
BETWEEN NETWORK-CONNECTED  
PLAYBACK DEVICES**(71) Applicant: **Disney Enterprises, Inc.**, Burbank, CA  
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**H04L 29/06** (2006.01)(52) **U.S. Cl.**  
CPC ..... **H04L 65/4092** (2013.01)(57) **ABSTRACT**

A media content system has a receiver that receives a request to transfer a playback marker from a first network-connected playback device to a second network-connected playback device, and receives the playback marker from the first network-connected playback device. The playback marker indicates a time at which playback of media content is stopped at the first network-connected playback device. Further, the media content system has a processor that generates a stop command to perform the stoppage of the playback of the media content at the first network-connected playback device, and generates a play command to perform playback resumption at the playback marker within the media content at the second network-connected playback device. Additionally, the media content system has a transmitter that sends the playback marker to the second network-connected playback device such that the second network-connected device performs the playback resumption at the time indicated by the playback marker.



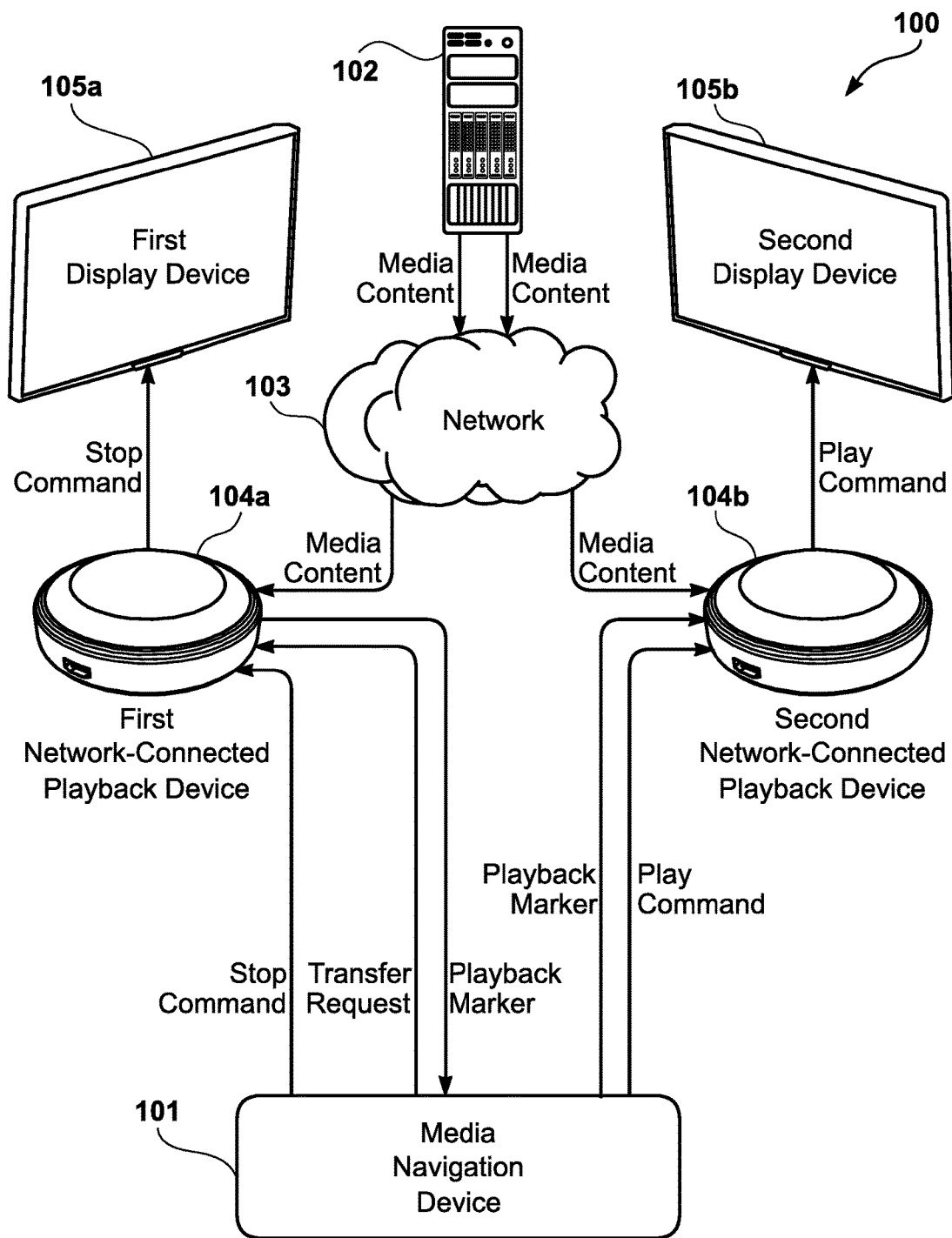


FIG. 1A

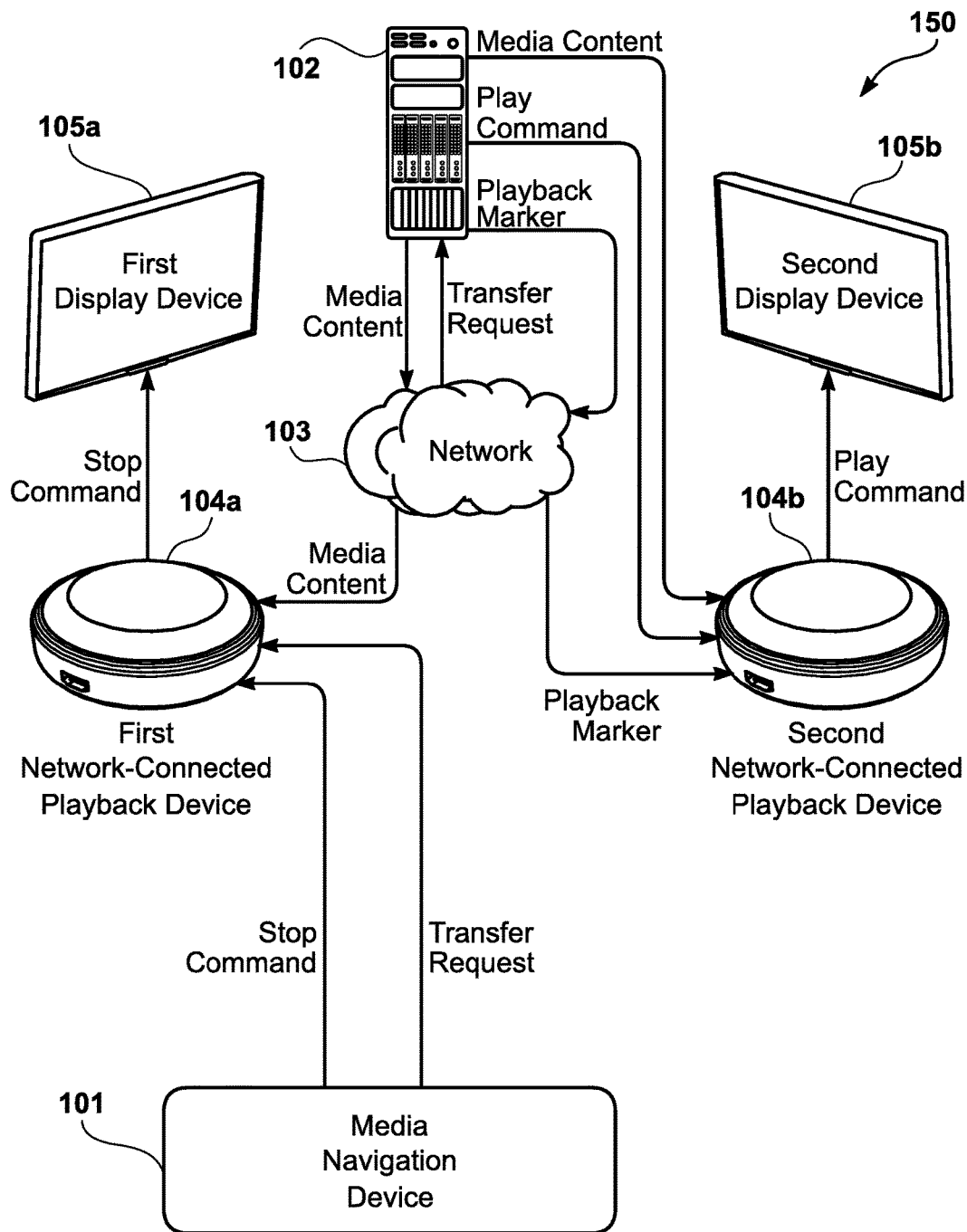


FIG. 1B

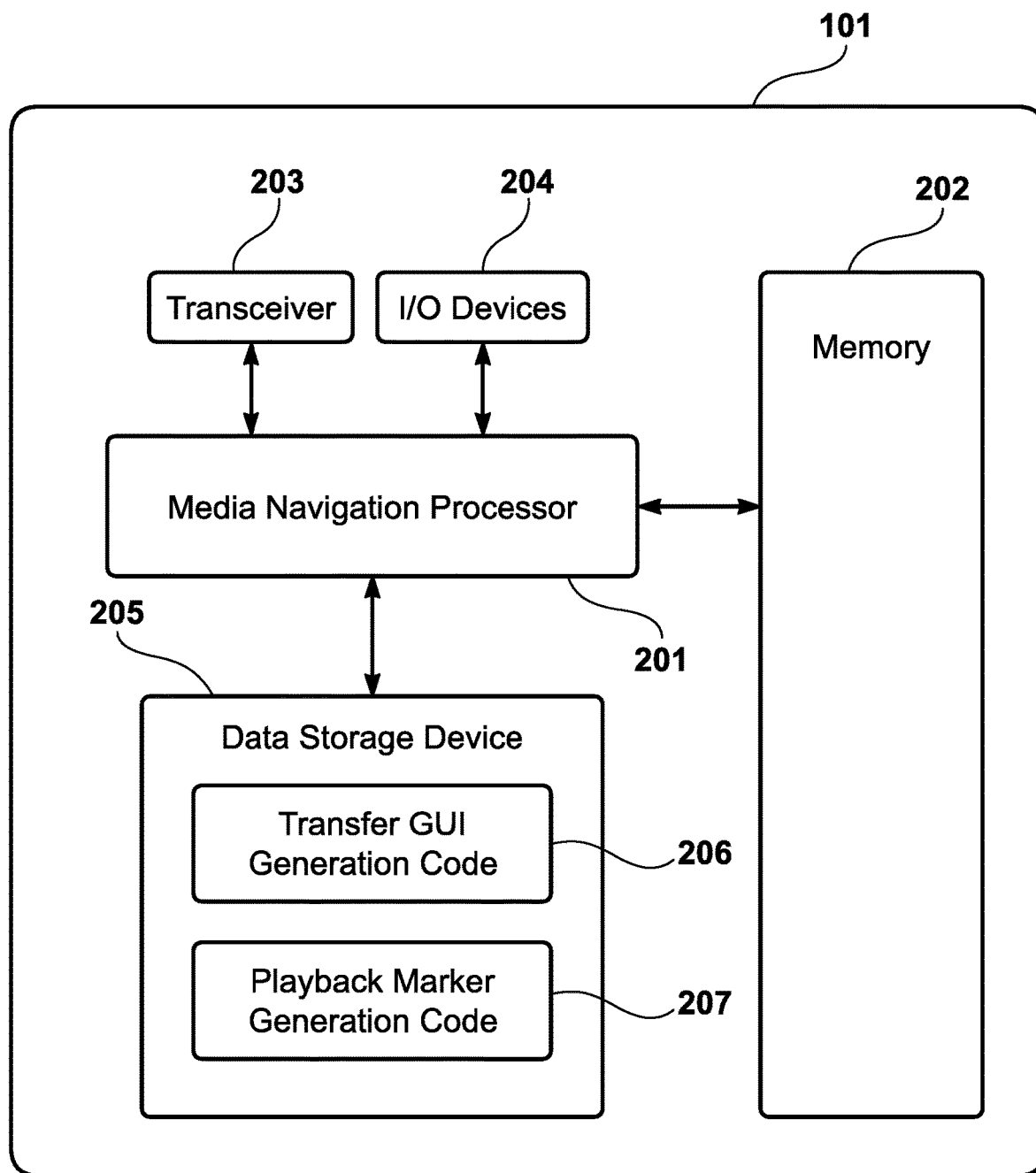


FIG. 2

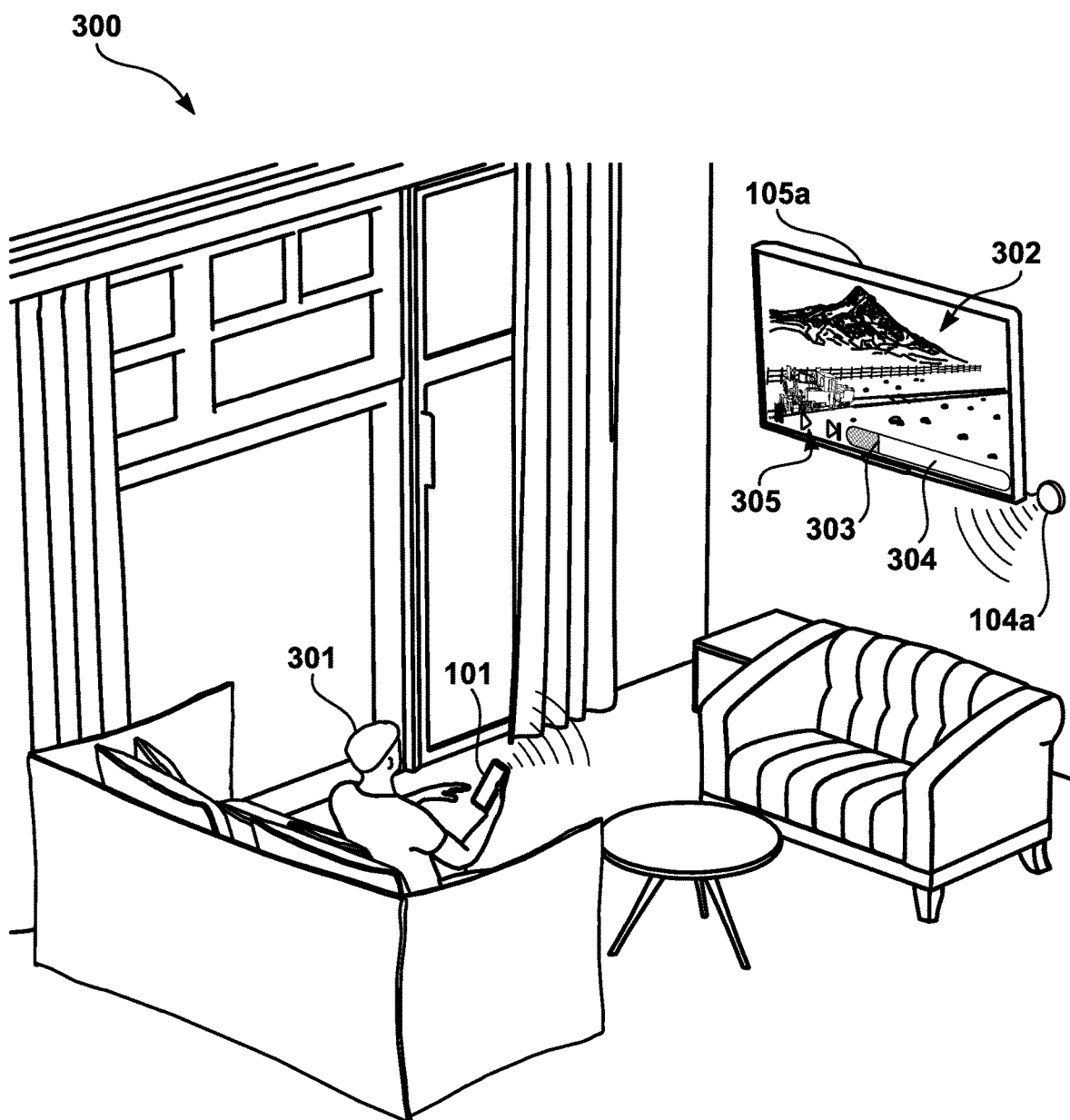


FIG. 3

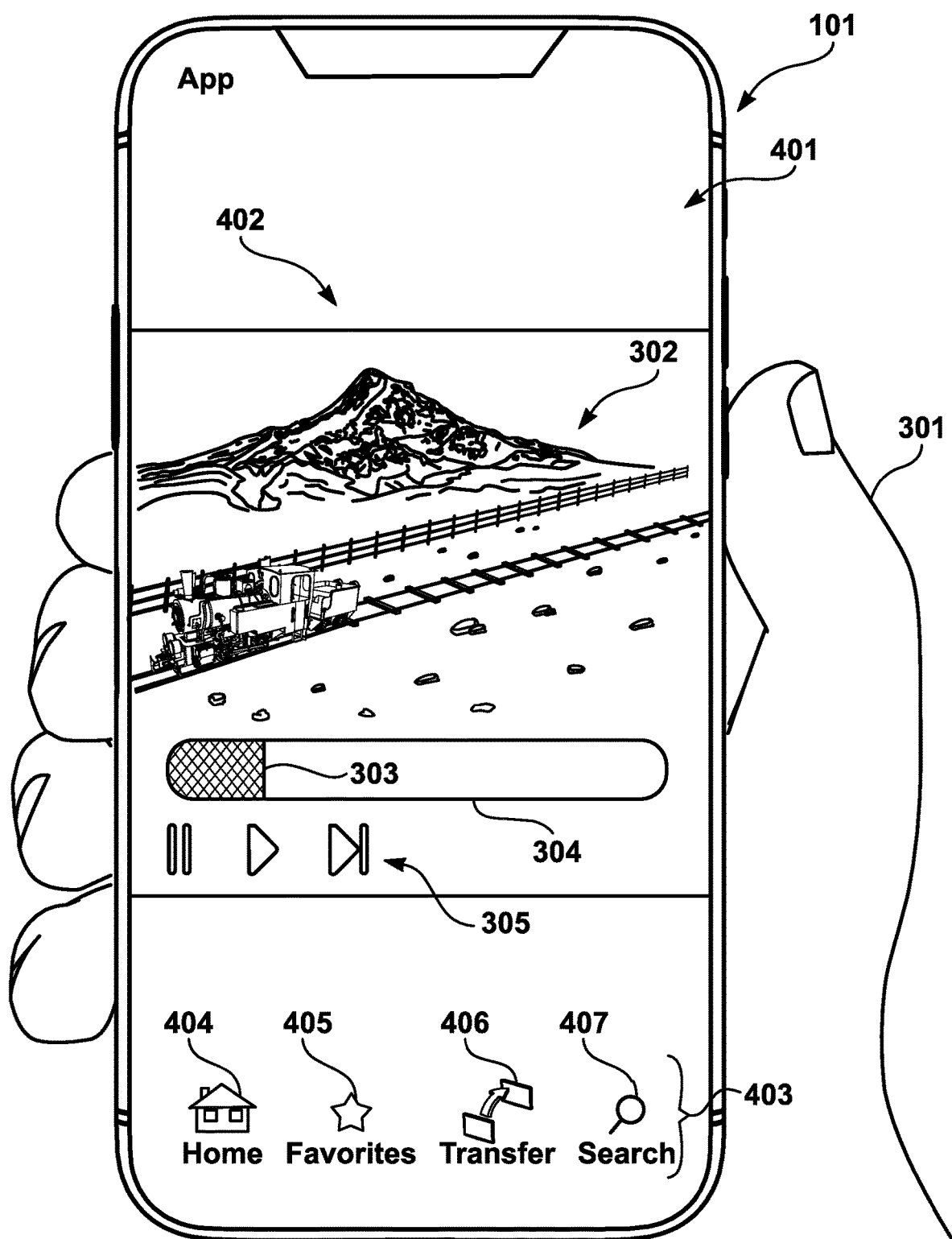


FIG. 4A

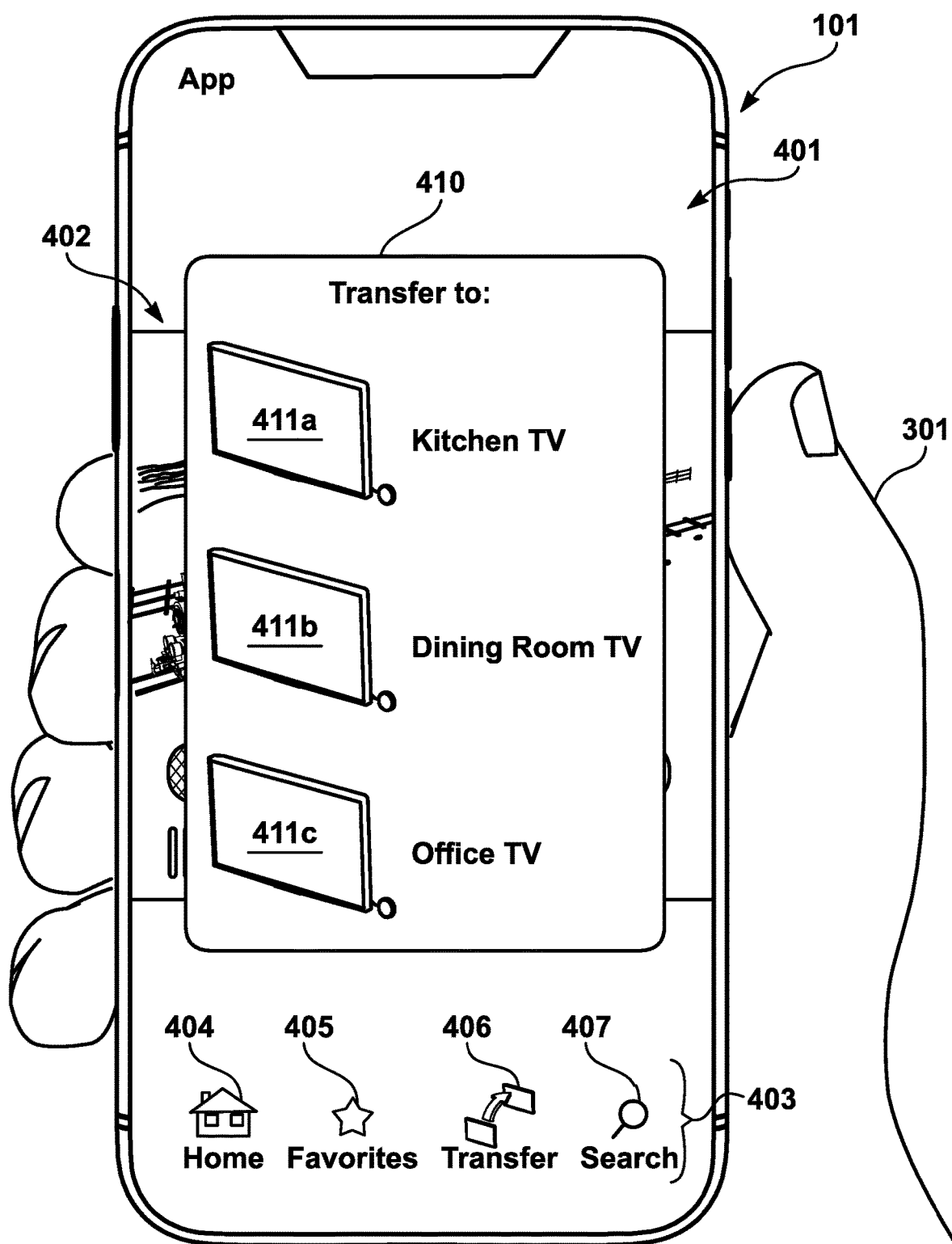


FIG. 4B

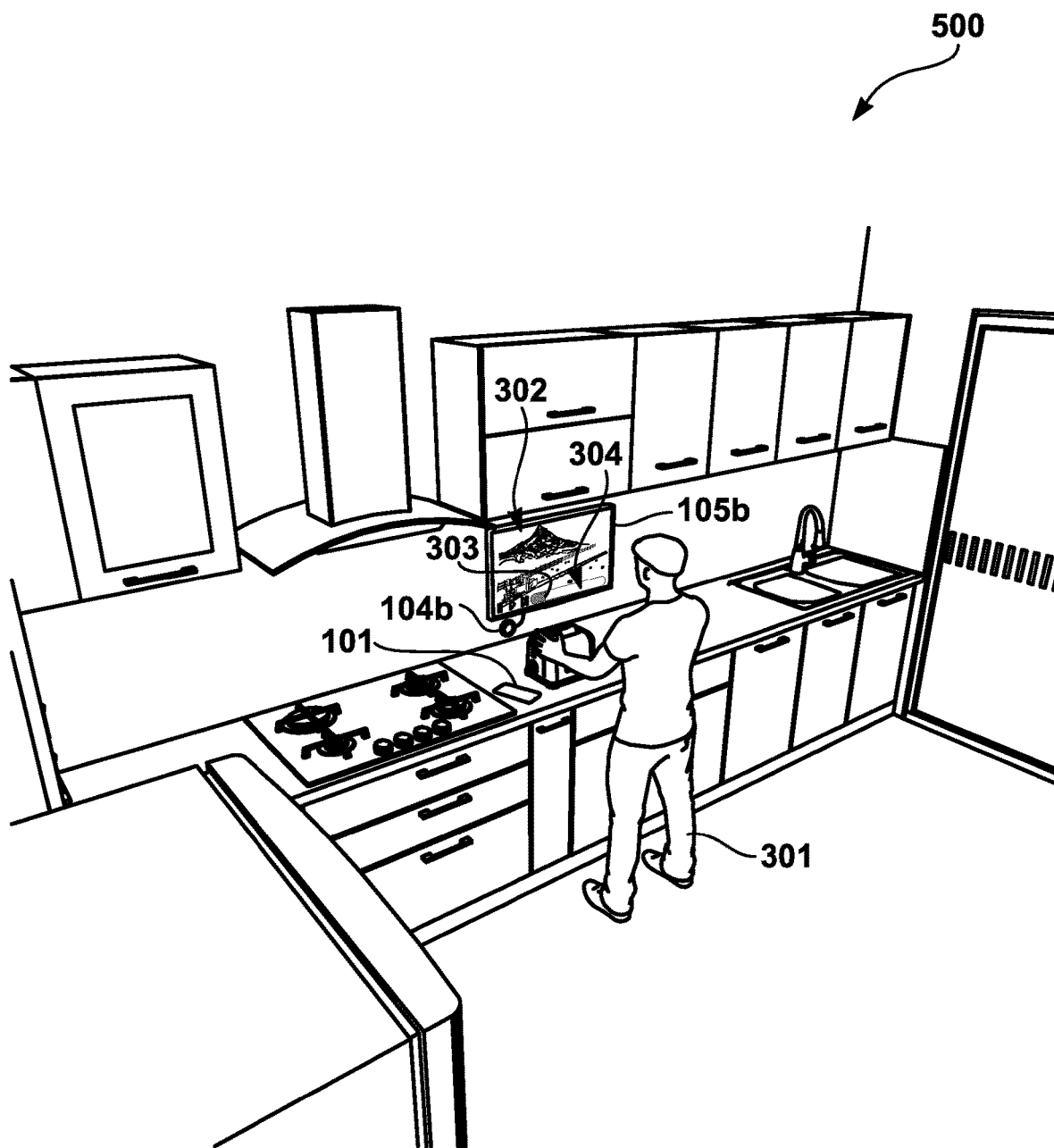


FIG. 5



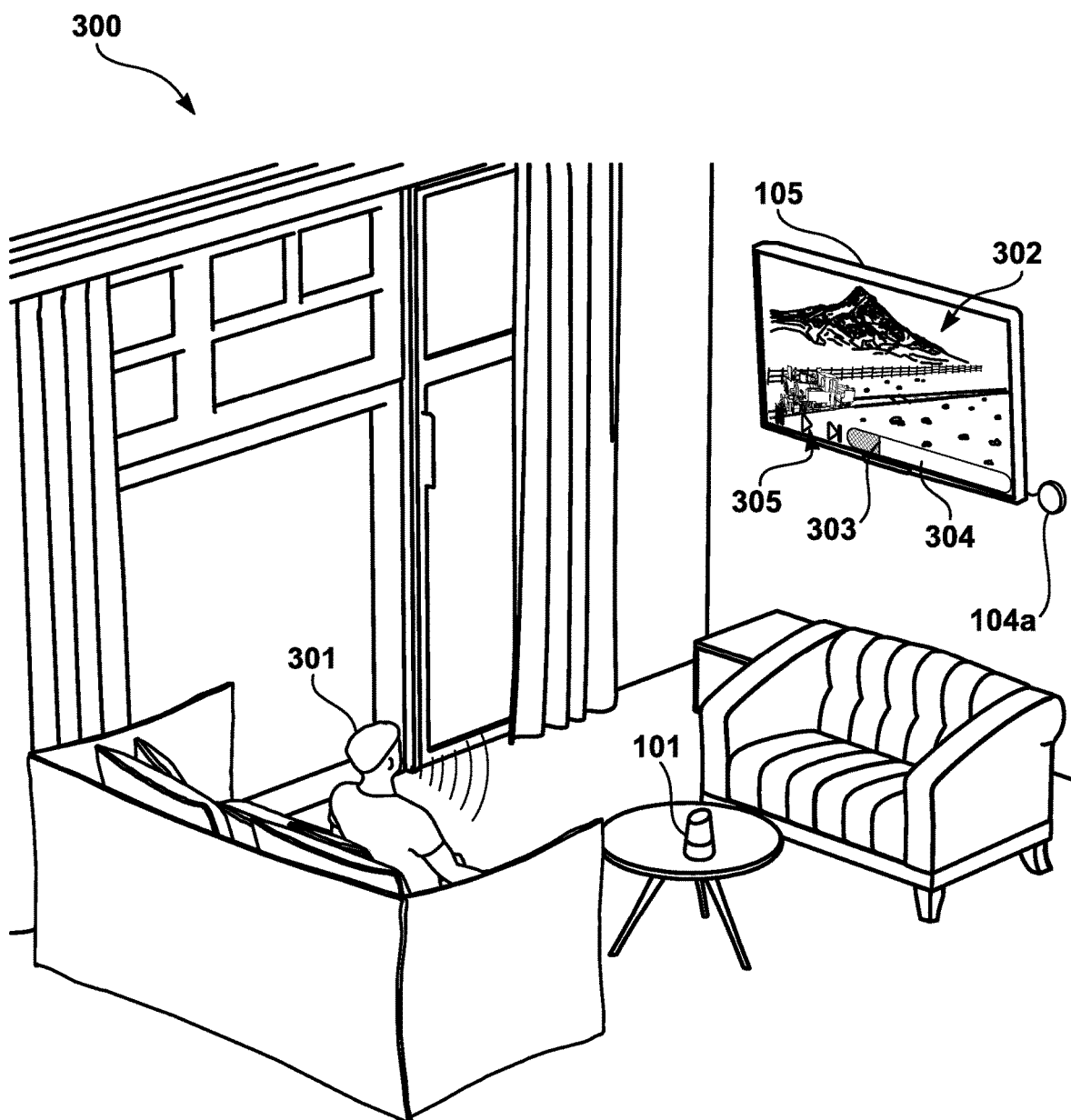


FIG. 6

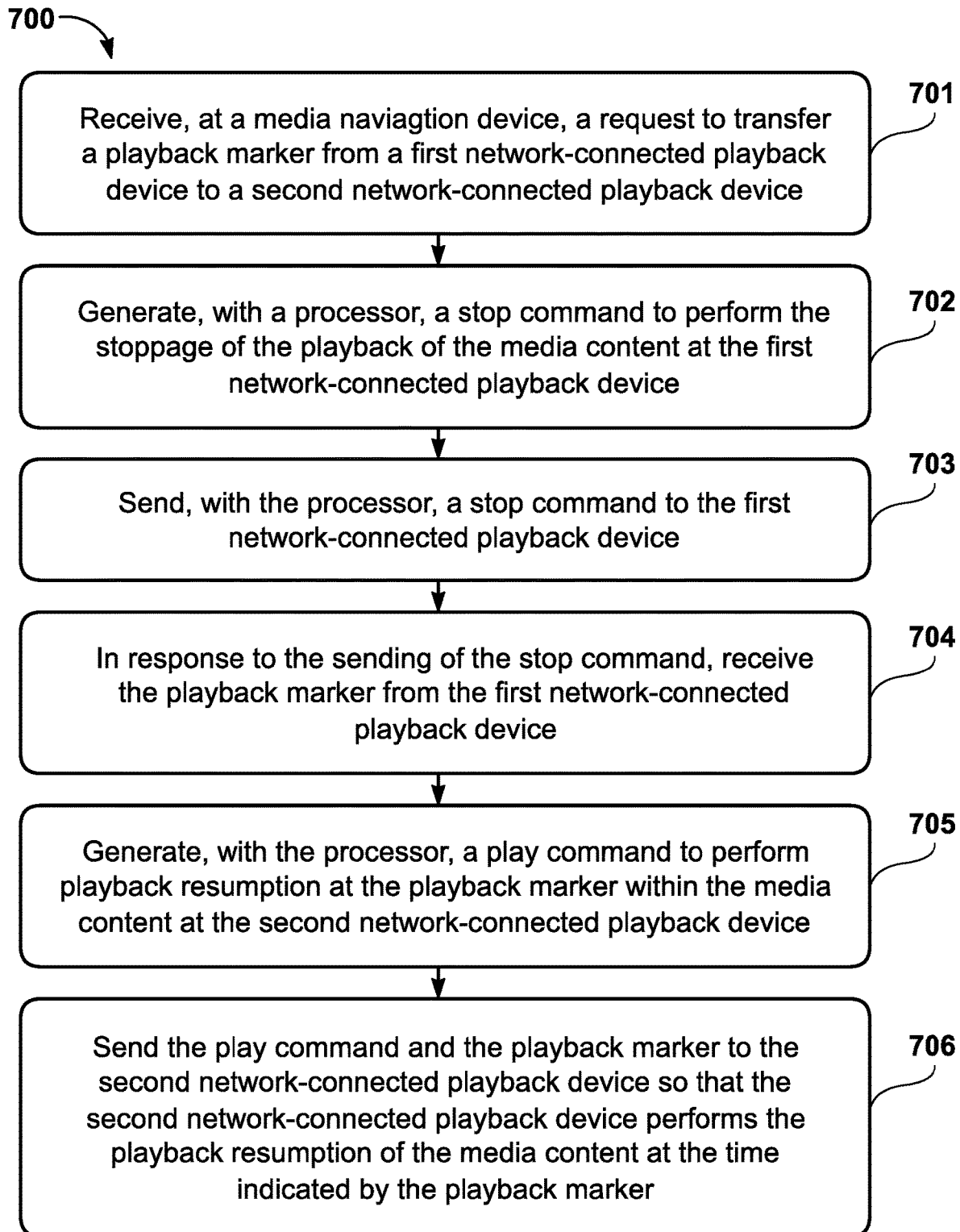


FIG. 7

## MEDIA CONTENT SYSTEM FOR TRANSFERRING A PLAYBACK MARKER BETWEEN NETWORK-CONNECTED PLAYBACK DEVICES

### BACKGROUND

#### 1. Field

[0001] This disclosure generally relates to the field of audio/visual (“AV”) equipment. More particularly, the disclosure relates to an AV system that transfers playback of media content.

#### 2. General Background

[0002] With recent advances in technology, media content (e.g., movies, shows, music, etc.) received via the Internet may be consumed through different devices in the same general vicinity. For example, a conventional home network configuration may allow for multiple televisions in the same home to view content received via the Internet. Yet content playback amongst those multiple devices is typically performed in an uncoordinated manner. For example, a user may start streaming a movie on a television in his or her dining room. In the middle of playing back the movie, that user may then want to move to his or her den and continue watching the movie on a television in the den. In some conventional configurations, such a change necessitates the user stopping playback of the movie on the television in the dining room, and restarting playback of the movie on the television in the den from the beginning of the movie. Accordingly, the user’s place in the movie is essentially lost. Not wanting to have to watch the movie all the way from the beginning, the user is often left with having to try to find his or her previous spot in the content with multiple fast forward and rewind commands. Such user interaction typically does not result in continuing playback at the exact spot in which playback on the living room television was stopped, and even if it did, the user may experience frustration about having to go through the inconvenience of such user interaction.

[0003] Accordingly, conventional media playback configurations are limited to allowing multiple playback devices in a user environment to perform playback in a disjointed manner. Therefore, conventional systems do not adequately coordinate playback of media content in a user environment with multiple devices connected to a network.

### SUMMARY

[0004] In one aspect, a media content system is provided. The media content system has a receiver that receives a request to transfer a playback marker from a first network-connected playback device to a second network-connected playback device, and receives the playback marker from the first network-connected playback device. The playback marker indicates a time at which playback of media content is stopped at the first network-connected playback device. Further, the media content system has a processor that generates a stop command to perform the stoppage of the playback of the media content at the first network-connected playback device, and generates a play command to perform playback resumption at the playback marker within the media content at the second network-connected playback device. Additionally, the media content system has a trans-

mitter that sends the playback marker to the second network-connected playback device such that the second network-connected device performs the playback resumption at the time indicated by the playback marker.

[0005] In another aspect, a process is provided to perform the functionality of the system. In yet another aspect, a non-transitory computer readable storage device has a computer readable program stored thereon that executes the process.

### BRIEF DESCRIPTION OF THE DRAWINGS

[0006] The above-mentioned features of the present disclosure will become more apparent with reference to the following description taken in conjunction with the accompanying drawings, wherein like reference numerals denote like elements and in which:

[0007] FIG. 1A illustrates a media content system that includes a media navigation device that may communicate directly with a first network-connected playback device and a second network-connected playback device to transfer a playback marker from one network-connected playback device to another.

[0008] FIG. 1B illustrates a media content system that includes the media navigation device that may communicate with a first network-connected playback device to effectuate an indirect transfer of the playback marker, via the media content server, to the second network-connected playback device.

[0009] FIG. 2 illustrates a system configuration for the media navigation device illustrated in FIG. 1A.

[0010] FIG. 3 illustrates an example of a real-world physical environment in which a user uses the media navigation device to navigate media playback of media content displayed by the display device in operable communication with the first network-connected playback device.

[0011] FIG. 4A illustrates a graphical user interface (“GUI”) displaying media content along with a timeline indicium, which may be optionally displayed based on a user input.

[0012] FIG. 4B illustrates a transfer destination menu displayed by the GUI that results from activation of the transfer indicium illustrated in FIG. 4A.

[0013] FIG. 5 illustrates an example of a real-world physical environment to which the user requested a transfer of the media content from the real-world physical environment illustrated in FIG. 3 via the GUI illustrated in FIG. 4A and FIG. 4B.

[0014] FIG. 6 illustrates the real-world physical environment illustrated in FIG. 3 in which the user uses a smart speaker as the media navigation device to request a transfer of the media content displayed by the first display device to another display device.

[0015] FIG. 7 illustrates a process that the media navigation device, illustrated in FIGS. 1A and 1B, may use to transfer a playback marker from the first network-connected playback device to the second network-connected playback device, illustrated in FIG. 3 and FIG. 5.

### DETAILED DESCRIPTION

[0016] A media content system is provided to transfer a playback marker (i.e., a current timecode within a timeline associated with media content) between network-connected playback devices to resume playback of media content at a

different network-connected playback device from that which initiated the playback. In particular, the media content system may be configured to perform playback of media content on the network-connected playback devices via various playback commands. As an example, the media navigation device may be a mobile computing device (e.g., smartphone, tablet device, smartwatch, etc.) that may act as a remote control for transmitting commands to the network-connected playback devices, each of which may be in operable communication with a display device (e.g., a television). The network-connected playback devices may obtain content (e.g., streamed content (live or prerecorded), video on demand (“VOD”), live broadcast, etc.) from a media content server for display on a corresponding display device. Further, the media navigation device may generate a user interface (visual and/or audio) that the user may interact with (touch-based inputs, voice-based inputs, etc.) to provide playback commands as well as a transfer command to transfer the playback marker from one networked-connected playback device to another networked-connected playback device. As another example, the media navigation device may be a smart speaker that acts as a voice command device that transfers the playback marker between the network-connected playback devices. Accordingly, the media content system, in particular, the media navigation device, allows a user to seamlessly switch media playback between network-connected devices with minimal user interaction, thereby avoiding the inconvenience of previous configurations.

[0017] Furthermore, the media content system is platform agnostic, thereby allowing a user to transfer the playback marker between different platforms without restrictions. For example, the playback marker may be transferred between devices on the same WiFi network, based on user proximity regardless of a WiFi network, or based on a server-side transfer encompassing multiple devices logged into one or more accounts hosted by a server.

[0018] FIGS. 1A and 1B illustrates examples of media content configurations. For example, FIG. 1A illustrates a media content system 100 that includes a media navigation device 101 that may communicate directly with a first network-connected playback device 104a and a second network-connected playback device 104b to transfer a playback marker from one network-connected playback device to the other. In one embodiment, the media navigation device 101 acts as a remote control for playback of the media content on a first display device 105a (e.g., a first television) in operable communication (e.g., via a wired connection, a wireless connection, etc.) with the first network-connected playback device 104a. Additionally, the media navigation device 101 acts as a remote control for playback of the media content on a second display device 105b (e.g., a second television different from the first television) in operable communication with the second network-connected playback device 104b. For example, the media navigation device 101 may generate commands (e.g., play, stop, pause, rewind, fast forward, etc.) for performing playback of the media content, which may be received by the first network-connected playback device 104a and/or the second network-connected playback device 104b via a media content server 102 through a network 103.

[0019] The first network-connected playback device 104a is separate and distinct from the second network-connected playback device 104b (i.e., they are not co-located). The first network-connected playback device 104a and the second

network-connected playback device 104b may be, for example, over-the-top (“OTT”) media devices that deliver media content via an internet connection. In some examples, the first network-connected playback device 104a and the second network-connected playback device 104b may be OTT media devices that deliver media content via the internet connection from the same OTT platform. In other examples, the first network-connected playback device 104a and the second network-connected playback device 104b may be OTT media devices that deliver media content via the internet connection from two distinct OTT platforms, which are different platforms according to the execution of two different sets of computer executable instructions, not just different by being physically separate. In some examples, the first network-connected playback device 104a and the second network-connected playback device 104b are devices that are not powered by a battery or do not include a battery (e.g., a streaming media stick, a streaming media dongle, a set-top box, a videogame console, a smart television, etc.). In some examples, the first network-connected playback device 104a may be the same type of device as the second network-connected playback device 104b (e.g., both the first network-connected playback device 104a and the second network-connected playback device 104b may be streaming media sticks). In other examples, the first network-connected playback device 104a may be a different type of device than the second network-connected playback device 104b (e.g., the first network-connected playback device 104a may be a streaming media stick, while the second network-connected playback device 104b is a smart television). Although the figures illustrate the first network-connected playback device 104a as separate and distinct from the first display device 105a, in some examples (e.g., a smart television), the first network-connected playback device 104a may be integrated with the first display device 105a. Similarly, although the figures illustrate the second network-connected playback device 104b as separate from the second display device 105b, in some examples (e.g., a smart television), the second network-connected playback device 104b may be integrated with the second display device 105b.

[0020] Further, the media navigation device 101 may generate a transfer command that, from the user’s perspective, transfers media content from the first display device 105a, which may be positioned in one position within a real-world environment to a second display device 105b, which may be positioned at a second position within the real-world environment. The second position is separate and different from the first position (i.e., the first display device 105a and the second display device 105b are not co-located). In essence, the media navigation device 101 sends a transfer request to the first network-connected playback device 104a, which generates a playback marker that indicates a time at which playback of media content is stopped at the first network-connected playback device 104a. The stop command or the pause command may or may not be configured to automatically invoke the transfer command. Furthermore, the first network-connected playback device 104a may send the playback marker to the media navigation device 101. In one embodiment, the first network-connected playback device 104a may generate a uniform resource locator (“URL”) link, which includes the media content and a timecode at which the media content was paused/stopped on the first display device 105a by the first network-connected

playback device **104a**. Through a wireless or wired communication, the media navigation device **101** may then send the URL link to the second network-connected playback device **104b** such that the second network-connected playback device **104b** may resume playback at the second display device **105b**. The URL may also have additional parameters (e.g., user profile identifier, content identifier, authentication data, etc.) other than the playback marker. In another embodiment, the playback marker may be sent via JAVASCRIPT OBJECT NOTATION (“JSON”) key:value pairs. The foregoing embodiments are intended only as examples, given that the playback marker may be sent via a variety of different communication protocols. Moreover, the playback marker may or may not be sent with other data, such as a link to the media content. For example, the playback marker may be sent for content that has already been streamed or downloaded via VOD to a network-connected playback device from the media content server **102**. The media navigation device **101** may also send a play command to the second network-connected playback device **104b** such that the second network-connected playback device **104b** performs playback of the media content at the time indicated by the playback marker (e.g., timecode) within the media content. Alternatively, the second network-configured playback device **104b** may be configured to automatically playback the media content at the playback marker without receiving a separate playback command.

[0021] FIG. 1B illustrates a media content system **150** that includes the media navigation device **101** that may communicate with a first network-connected playback device **104a** to effectuate an indirect transfer of the playback marker, via the media content server **102**, to the second network-connected playback device **104b**. For instance, the first network-connected playback device **104a** may be configured to send the transfer request via the network **103** to the media content server **102**, rather than directly to the media navigation device **101** as illustrated in FIG. 1A. The media content server **102** may then generate a playback marker based on the time position within the media content at which a user sent a stop or pause command. Further, the media content server **102** may then send the playback marker to the second network-connected playback device **104b**, possibly with a play command, to perform playback of the media content at the timecode associated with the playback marker. Alternatively, the play command may be received from the user at the second network-connected playback device **104b**.

[0022] The network **103** illustrated in FIG. 1A and FIG. 1B may be a computerized network of remotely situated servers, such as the Internet. Alternatively, the network **103** may be a WiFi network, a mesh network, a peer-to-peer network, or other configuration that allows for communication between the devices illustrated in FIG. 1A and FIG. 1B in a similar manner as illustrated in FIG. 1A and FIG. 1B, or according to a variation thereof. For example, in one embodiment, the first network-connected playback device **104a** and the second network-connected playback device **104b** may communicate directly with one another over a WiFi network, with one device acting as a server and the other acting as a client.

[0023] Further, some of the communications illustrated in FIGS. 1A and 1B may be performed directly between the media navigation device **101** and network-connected playback device devices, rather than through the network **103**. For example, the media navigation device **101** may emit a

signal via a Near Field Communications (“NFC”) transceiver to an NFC transceiver within the first network-connected playback device **104a** to request and receive the playback marker. Further, the media navigation device **101** may emit a signal via the transceiver to an NFC transceiver within the second network-connected playback device **104b** to send the playback marker. As another example, the media navigation device **101** may display a code (e.g., QR code, barcode, etc.) with the playback marker, and the second network-connected playback device **104b** may capture an image of the code to determine the playback marker.

[0024] Moreover, the second network-connected playback device **104b** is not limited to resuming playback only at the playback marker. Upon resumption at the playback marker, the second network-connected playback device **104b** may receive rewind and/or fast forward commands from the user to playback content occurring prior to, or after, the playback marker.

[0025] FIG. 2 illustrates a system configuration for the media navigation device **101** illustrated in FIG. 1A. Alternatively, the system configuration may be used as a computer system for the combination of the media navigation device **101** and the media content server **102** illustrated in FIG. 1B, or by the media content server **102** acting as the sole media navigation device **101**. In other words, some of the components illustrated in FIG. 2 may be operate in one physical location, or may communicate in a cloud-based configuration via the network **103** from different physical locations.

[0026] The internal components of the media navigation device **101** include a media navigation processor **201**, which may be specialized/programmed for navigating media content. For example, the media navigation processor **201** may be programmed to generate commands for consuming media content and/or generating a playback marker in media content.

[0027] The media navigation device **101** may also include a memory device **202**, which may temporarily store computer readable instructions performed by the media navigation processor **201**. As an example of such computer readable instructions, a data storage device **205** within the media navigation device **101** may store transfer GUI generation code **206** and playback marker generation code **207**. The media navigation processor **201** may execute the transfer GUI generation code **206** to generate a GUI for transferring the playback marker from the first network-connected playback device **104a** to the second network-connected playback device **104b**, illustrated in FIGS. 1A and 1B. Furthermore, the media navigation processor **201** may execute the playback marker code **207** to generate a playback marker and/or corresponding delivery mechanism (e.g., URL link, JSON key:value pairs, etc.). Further, the media navigation processor **201** may execute the GUI generation code **206** to generate the GUI without generation of a webpage. Accordingly, the GUI may be generated via a software application that is executed by the media navigation device **101**.

[0028] FIG. 3 illustrates an example of a real-world physical environment **300** in which a user **301** uses the media navigation device **101** (e.g., a smartphone) to navigate media playback of media content **302** displayed by the display device **105a** in operable communication with the first network-connected playback device **104a**. For example, the real-world physical environment **300** may be a living room in which the first display device **105a** (e.g., television)

is positioned for viewing of the media content **302** (e.g., a movie) by the user **301**. Further, the user **301** may use the media navigation device **101** as a remote control to select the media content **302** and perform playback operations via a playback command menu **305** (e.g., play, stop, pause, rewind, fast-forward, etc.) thereon during viewing of the media content on the first display device **105a**. The display device **105a** may also display a timeline **304** and a playback marker **303** within the timeline **304**. The playback marker **303** may be an indicium that indicates a timecode value, a relative time position of the media content **302** in the span of the timeline **304**, or a quantifiable metric other than a timecode value (e.g., a percentage of viewing completion with respect to a total length or duration of the media content **302**).

[0029] As examples, FIGS. 4A and 4B illustrate a GUI **402** being displayed by a display screen **401** of the media navigation device **101** illustrated in FIG. 3. In particular, FIG. 4A illustrates the GUI **402** displaying media content (e.g., a movie) along with a timeline indicium **304**, which may be optionally displayed based on a user input. Further, the GUI **402** may display a menu **403** with various menu indicia (e.g., a home indicium **404**, a favorites indicium **405**, a transfer indicium **406**, and a search indicium **407**) without invocation of a webpage. By activating the transfer indicium **406** (e.g., via a touch-based input, gesture, voice input, etc.), the user **301** sends a command via the GUI **402** to display a transfer destination menu **410**, as illustrated by FIG. 4B. For example, the transfer destination menu **410** may display one or more destination indicia **411a-411c**, each corresponding to a particular display device associated with a network-connected playback device. Each display device may have a unique identifier. Therefore, use of the media navigation device **101**, such as a smartphone, is improved by extending the capability of the smartphone to control the transfer of media content at a particular timecode associated with the playback marker **303**. Alternatively, the media navigation device **101** may invoke a transfer of the media content without displaying the timeline indicium **303** (i.e., by sending a timecode that is invisible to the user). The particular GUI layout, menu indicia, and other features displayed within the GUI **402** are illustrated only as examples, since variations thereof may be used instead. Further, the display of a scene from the media content **302**, the timeline indicium **304**, and the playback command menu **305** are optional on the GUI **402**. For instance, as an example, the GUI **402** may only include the indicia **404-407**.

[0030] FIG. 5 illustrates an example of a real-world physical environment **500** to which the user **301** requested a transfer of the media content **302** from the real-world physical environment **300**, illustrated in FIG. 3, via the GUI **402**, illustrated in FIG. 4A and FIG. 4B. For example, the real-world physical environment **500** may be a kitchen in the home of the user **301**. After requesting a transfer via the transfer indicium **406** illustrated in FIG. 4A to the network-connected playback device **104b**, the media navigation device **101** may transmit the playback marker **303** to the network-connected playback device **104b**. In one embodiment, the media navigation device **101** may transfer the playback marker **303** from the media navigation device **101** upon the media navigation device **101** being within a predetermined range (e.g., ten feet) of the second network-connected playback device **104b**. As a result, the network-connected playback device **104b** may be configured to wait

to automatically initiate playback at the timecode associated with the playback marker **303** until the media navigation device **101** is within the predetermined range, rather than initiating playback before the user **301** is within proximity to view the resumption of the playback (i.e., still in the living room or a different room).

[0031] Furthermore, in another embodiment, the second network-connected playback device **104b** may be configured to automatically initiate playback of the media content at the timecode associated with the playback marker without additional user interaction via additional menus displayed by the second display device **105b**. For example, if the second display device **105b** is displaying different media content at the time the second network-connected playback device **104b** receives the playback marker, the second network-connected playback device **104b** may be configured to automatically stop/pause playback of the different media content at the second display device **105b**, and automatically initiate playback of the received media content **302** at the timecode associated with the playback marker **303**.

[0032] In yet another embodiment, the second network-connected playback device **104b** may be configured to automatically turn on the power of the second display device **105b** upon receiving the playback marker. For example, the user **103** may enter his or her kitchen, where the second display device **105b** is powered off, and the second network-connected playback device **104b** may automatically turn the television on prior to automatically resuming playback at the timecode associated with the playback marker **303**. Furthermore, the first network-connected playback device **104a** may be configured to automatically turn off the power of the first display device **105a** after the transfer command to transfer the playback marker is generated.

[0033] FIG. 6 illustrates the real-world physical environment **300** illustrated in FIG. 3 in which the user **301** uses a smart speaker as the media navigation device **101** to request a transfer of the media content displayed by the first display device **105a** to the second display device **105b**. In particular, the smart speaker may have an audio receiver that receives an audio command from the user to transfer the media content (e.g., "Transfer the movie to the television in the kitchen.") Furthermore, the smart speaker may have an audio transmitter that transmits the audio command to the media content server **102**, illustrated in FIG. 1B, which may determine the current timecode in the media content **302** and forward a corresponding playback marker **303** to the second network-connected playback device **104b**. The media content server **102** may also transmit a stop/pause command to the first network-connected playback device **104a**, and a play command to the second network-connected playback device **104b**. Accordingly, in one embodiment, the smart speaker may issue a transfer command, and allow the media content server **102** to issue the playback commands. In another embodiment, the smart speaker may issue both the transfer command and the playback command.

[0034] FIG. 7 illustrates a process **700** that the media navigation device **101**, illustrated in FIGS. 1A and 1B, may use to transfer a playback marker **303** from the first network-connected playback device **104a** to the second network-connected playback device **104b**, illustrated in FIG. 3 and FIG. 5. At a process block **701**, the process **700** receives, at the media navigation device **101**, a request to transfer a playback marker **303** from the first network-connected playback device **104a** to the second network-connected playback

device **104b**. The playback marker **303** indicates a time at which playback of media content is stopped at the first network-connected playback device. The time may be a numeric value (e.g., hours, minutes, seconds, etc.) or a relative value (a position within the timeline indicium **304**). Further, at a process block **702**, the process **700** generates, with a processor, a stop command to perform the stoppage of the playback of the media content **302** at the first network-connected playback device **104a**. Moreover, at a process block **703**, the process **700** sends, with the processor, the stop command to the first network-connected playback device **104a**. At a process block **704**, in response to the sending of the stop command, the process **700** receives the playback marker **303** from the first network-connected playback device **104a**. Further, at a process block **705**, the process **700** generates, with the processor, a play command to perform playback resumption at the playback marker **303** within the media content at the second network-connected playback device **104b**. Finally, at a process block **706**, the process **700** sends the play command and the playback marker **303** to the second network-connected playback device **104b** such that the second network-connected device **104b** performs the playback resumption of the media content **302** at the time indicated by the playback marker **303**. The user does not have to manually open a browser on the second network-connected playback device **104b** or sign into an account on the second network-connected playback device **104b**.

**[0035]** The configurations provided for herein may also be applicable to multi-user environments. For example, multiple users (e.g., friends on a social network) at remote locations may each have an account stored by the media content server **102** illustrated in FIGS. 1A and 1B. As the user **103** resumes playback of the media content **302** in the real-world physical environment **500**, the media content server **102** may send the playback marker **303** to network-connected playback devices at the remote locations such that the multiple users may share the same viewing/audio experience as the user **103** (i.e., a synchronized viewing/audio experience). Accordingly, the configurations provided for herein are not limited to a one-to-one transfer of the playback marker. The configurations provided for herein allow for a one-to-many transfer of the playback marker.

**[0036]** In the examples described above, the first network-connected playback device **104a** and the second network-connected playback device **104b** are each located in a residential building (e.g., an apartment, a house, etc.). In other examples, one or both of the first network-connected playback device **104a** or the second network-connected playback device **104b** may be located in a commercial building, a vehicle, etc.

**[0037]** Various display devices are illustrated herein only as examples. The configurations provided for herein may also be used with other type of media playback devices (e.g., audio playback devices).

**[0038]** The processes described herein may be implemented in a specialized processor. Such a processor will execute instructions, either at the assembly, compiled or machine-level, to perform the processes. Those instructions may be stored on a computer readable medium (e.g., computer readable storage device) capable of carrying those instructions.

**[0039]** It is understood that the apparatuses, systems, computer program products, and processes described herein

may also be applied in other types of apparatuses, systems, computer program products, and processes. Those skilled in the art will appreciate that the various adaptations and modifications of the aspects of the apparatuses, systems, computer program products, and processes described herein may be configured without departing from the scope and spirit of the present apparatuses, systems, computer program products, and processes. Therefore, it is to be understood that, within the scope of the appended claims, the present apparatuses, systems, computer program products, and processes may be practiced other than as specifically described herein.

I claim:

1. A computer program product comprising a non-transitory computer readable storage device having a computer readable program stored thereon, wherein the computer readable program when executed on a computer system causes the computer system to:

receive, at a media navigation device, a request to transfer a playback marker from a first network-connected playback device to a second network-connected playback device, the playback marker indicating a time at which playback of media content is stopped at the first network-connected playback device;

generate a stop command to perform stoppage of the playback of the media content at the first network-connected playback device;

send the stop command to the first network-connected playback device;

in response to the sending of the stop command, receive the playback marker from the first network-connected playback device;

generate a play command to perform playback resumption at the playback marker within the media content at the second network-connected playback device; and

send the play command and the playback marker to the second network-connected playback device such that the second network-connected device performs the playback resumption of the media content at the time indicated by the playback marker.

2. The computer program product of claim 1, wherein the request is received from a touch-based input at the media navigation device.

3. The computer program product of claim 1, wherein the request is received from an audio-based input at the media navigation device.

4. The computer program product of claim 1, wherein the computer system is further caused to send, with the media navigation device, the stop command to the first network-connected playback device to perform the stoppage of the playback at the first network-connected playback.

5. The computer program product of claim 1, wherein the computer system is further caused to:

configure a server to perform the receiving of the playback marker from the first network-connected playback device; and

configure the server to perform the sending of the playback marker to the second network-connected playback device.

6. The computer program product of claim 1, wherein the computer system is further caused to generate, with the media navigation device, the playback marker such that the

playback resumption is automatically performed at the second network-connected playback device without invocation of one or more menus.

7. The computer program product of claim 1, wherein the computer is further caused to:

receive, at the first network-connected playback device from a media content server, at least a portion of the media content corresponding to a time period prior to the time indicated by the playback marker; and

display, at a display device in operable communication with the first network-connected playback device, the at least said portion of the media content at the time period prior to the time indicated by the playback marker.

8. The computer program product of claim 1, wherein the computer system is further caused to:

receive, at the second network-connected playback device from a media content server, at least a portion of the media content corresponding to a time period after the time indicated by the playback marker; and

display, at a display device in operable communication with the second network-connected playback device, the at least said portion of the media content at the time period after the time indicated by the playback marker, the display device being distinct from the second network-connected playback device.

9. The computer program product of claim 1, wherein the computer system is further caused to generate, with the media navigation device, a command that deactivates a display device in operable communication with the first network-connected playback device after receiving the request to transfer the playback marker.

10. The computer program product of claim 1, wherein the computer system is further caused to generate, with the media navigation device, a command that activates a display device in operable communication with the second network-connected playback device after receiving the request to transfer the playback marker.

11. The computer program product of claim 1, wherein the computer system is further caused to generate, with the media navigation device, a graphical user interface that renders a transfer indicium associated with a command to perform the transfer of the playback marker without invocation of a webpage.

12. The computer program product of claim 1, wherein the media content comprise one or more of streamed video, streamed audio, video on demand, or audio on demand.

13. The computer program product of claim 1, wherein the first network-connected playback device is a first OTT device, and the second network-connected playback device is a second OTT device.

14. The computer program product of claim 13, wherein the first network-connected playback device operates on a first OTT platform, and the second network-connected playback device operates on a second OTT platform, the first OTT platform being distinct from the second OTT platform.

15. The computer program product of claim 1, wherein the first network-connected playback device and the second network-connected playback device are not configured to be powered by a battery.

16. A method comprising:

receiving, at a media navigation device, a request to transfer a playback marker from a first network-connected playback device to a second network-connected playback device, the playback marker indicating a time at which playback of media content is stopped at the first network-connected playback device;

generating, with a processor, a stop command to perform the stoppage of the playback of the media content at the first network-connected playback device;

sending, with the processor, the stop command to the first network-connected playback device;

in response to the sending of the stop command, receiving the playback marker from the first network-connected playback device;

generating, with the processor, a play command to perform playback resumption at the playback marker within the media content at the second network-connected playback device; and

sending the play command and the playback marker to the second network-connected playback device such that the second network-connected device performs the playback resumption of the media content at the time indicated by the playback marker.

17. The method of claim 15, wherein the request is received from a touch-based input at the media navigation device.

18. The method of claim 15, wherein the request is received from an audio-based input at the media navigation device.

19. The method of claim 15, further comprising sending, with the media navigation device, a stoppage command to the first network-connected playback device to perform the stoppage of the playback at the first network-connected playback.

20. A media content system comprising:

a receiver that receives a request to transfer a playback marker from a first network-connected playback device to a second network-connected playback device, and receives the playback marker from the first network-connected playback device, the playback marker indicating a time at which playback of media content is stopped at the first network-connected playback device;

a processor that generates a stop command to perform the stoppage of the playback of the media content at the first network-connected playback device, and generates a play command to perform playback resumption at the playback marker within the media content at the second network-connected playback device; and

a transmitter that sends the playback marker to the second network-connected playback device such that the second network-connected device performs the playback resumption at the time indicated by the playback marker.

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